

Figure 1

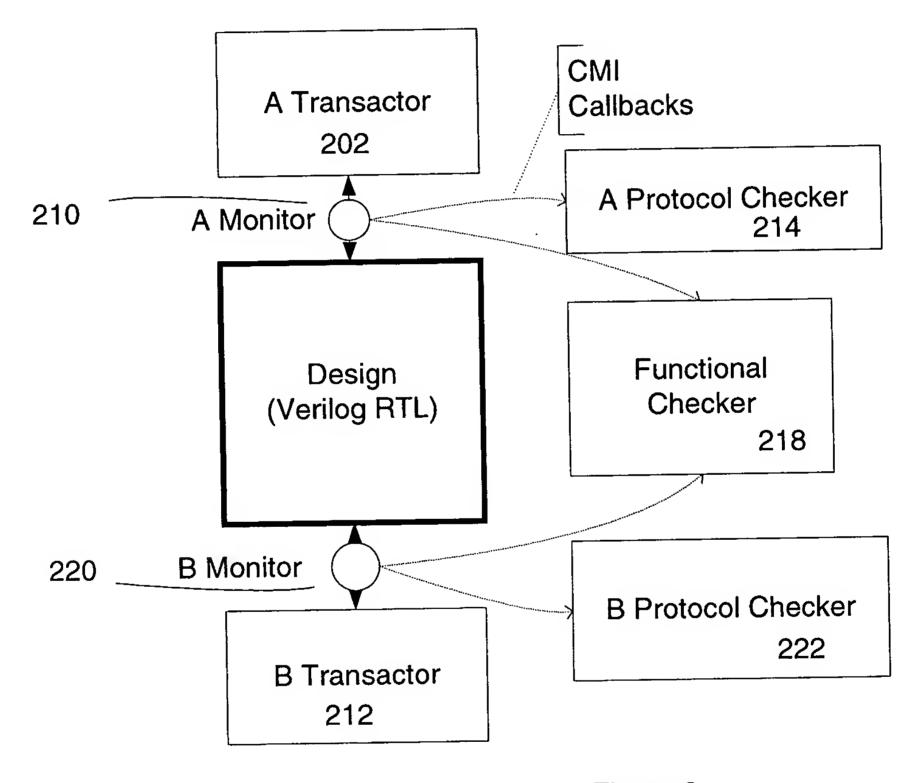
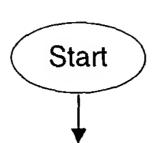


Figure 2



Monitoring a hardware interconnect between two or more IP cores to collect protocol data 302

Generating an object orientated data structure to pass the protocol data to two or more locations associated with checkers. Using data structures that use shared pointers to pass data to locations in two or more checkers or two or more locations within a checker

304

Receiving the type of data requested and locations to send that data from a checker at the start of a simulation run

306

Generating a data item that is self maintaining and will delete itself once all checkers are no longer referencing that data item 308

Calling methods defined in the code of the checker(s) as data becomes available during the simulation run

310

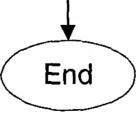


Figure 3